FEAR THE DARK

Nostalgic Dungeon Crawl

THE CHAOS MENACE

issue 3 : monsters and chaos

INTRODUCTION

You should have played the first three Quests from issue number 1, then the next four from issue number 2. This third issue is the last of our first new HeroQuest saga. The heroes should have played the previous quests and be strong enough by now; probably each of them has already an artifact or a very good weapon, and perhaps some decent armour.
Then you can read the following text aloud to the players.

The Chaos emissaries are surely working to assemble an undead army, and the Free Cities Council fears that their land will be Chaos' first target, unprotected as it is if compared to the mighty Empire. And from there, as they've always done, the Chaos forces will then move against the Empire, the Land of the Law, killing countless in their perpetual war between Chaos and Order.
You already gathered precious information for the Council and proved to be able to face the terrible menace of the undead, so now they're asking you to crawl even deeper down in the dark dungeons where the Chaos sorcerers are at work. Break their spells, to stop them from raising an army of undead!
The situation is only made worse by the appearance of the Mad King in form of ghost. Centuries ago the Mad King, while still human, did not fear to use the darkest of magic, to inflict unbearable pain to his subjects, to conjure with the forces of Chaos. He was seeking eternal life, and the Chaos Lords must have given him some satisfaction, if he's now sided with them. If he will manage to raise his own ancient army as undead, and obtain a fraction of his lost power, he would become a terrible enemy for the Free Cities..

FEAR the Dark is a fanzine dedicated to HeroQuest - the popular fantasy board game of the 90s which introduced so many of us to dungeon crawling and miniatures.
This is going to be a complete reboot of the game's background and story. It will remain faithful to the original material but it aims to bring a different feeling to it, so that there will be no overlapping with the stories of Mentor, Morcar and Zargon. Moreover, the 'zine will contain new quests which can be played by any group of players. Old players will find new maps and new missions, and new players will be allowed to start from zero.
Everything presented in this fanzine is written to be played starting with issue number one, then issue number two, and ends with issue number three (this issue). Next issues will be a new reboot. In future issues you will also find more new rules of the modular system I promised, which should keep the traditional rules and progressively add little, indipendent pieces to them. You will be able to use all those rules, or just some of them.

Materials

This is the last issue for the first set of quests connected together, and from issue number four (which by the way might be out later than March, sorry) I will start with something new again.

Using new miniatures

Also in the next issues, I plan to introduce the monsters little by little (as you noticed, in these first three issues I started with green monsters, then added the undead, then the chaos warriors and just a few chaos spells).
I find that slowly introducing new miniatures on the board, every few quests, keeps the game entertaining and interesting, and makes my players (especially new players) a little bit scared of new, unknown monsters, which is good. Changing a few rules for new monsters is also a nice way to keep challenging and scaring even experienced players.

Keep scores secret

I let the players have the statistics of the various monsters visible to them, but only for default monsters, and only after they defeated a few of them, and figured out exactly the monsters' scores. For new, original monsters, I would make cards for the GM, but I suggest not showing them to the players (until these monsters will become familiar as well).

Cards

Cards with the various new rules (Fear of the Undead, and Monster's Initiative and Reaction) are included. New rules can be referenced in the Summary of the Rules section, but I find that cards with special rules can come handy during the game. I let the players see those cards and keep them next to the board, together with the monsters, after they've figured out how they work, or they triggered the rule a few times already.

Credits

HeroQuest is once again a Hasbro trademark. This fanzine claims no ownership of the aforementioned trademark, and is instead a personal project made available to the public as a tribute to the old game.
Maps are made using the HeroQuest-Excel-Quest-Creator tool.
The cover image is picture of some painted monsters, and on the backcover is a picture of the new rules, as printable cards.

Summary of the Original Rules

This is a summary of the original rules; new original rules are presented in dark red color.

Turn

Default order: Barbarian, Dwarf, Elf, Wizard, Game Master (GM).

Movement and Action

In a turn, you may move and then act, or act and then move. You cannot make an action in the middle of a movement. Actions are:

† Attack
† Cast a spell
† Search for treasure
† Search for secret doors
† Search for traps
† Disarm a trap

Looking

Looking is **not** one of the basic actions. It happens automatically as heros move. Everything in their **line of sight** must be placed on the board.

Doors

If a hero stops next to a closed door, they can ask the GM to open it, and place on the board the content of the room. Opening doors does **not** count as an action; it's a part of the normal movement. Open doors **cannot** be closed. **Double doors** open both sides together, making passage easier.

Movement rules

A hero can move less of the 2d6 roll, and pass other heroes if allowed by the other player. It is **not allowed** to move diagonally, through walls, through blocked squares (walls), over adversaries, or backwards in the same turn. It is **not allowed** to end a move sharing a square (exception: this is allowed on stairs and in pits).

† Attack

You may attack an adjacent enemy, **not** diagonally. Some weapons allow to attack from a distance or diagonally, or change the number of dice to roll. An attack scores **one hit** for every Skull rolled. One attack per Turn is allowed.

Defend

The defendant rolls its Defend dice, and blocks one hit for every **white shield** if it's a hero defending, or for every **black shield** if it's a monster defending. Roll the Defend dice every time someone attacks you.

Body Points

Every hit not blocked, is subtracted from the Body points. When they reach **zero**, the hero or monster is **dead** (a hero may drink a potion already in their possession or use a healing spell if they have not already made an action).

† Cast a Spell

A spell requires a **visible** target. After casting the spell, **discard** the spell card and the same spell cannot be used until the next quest. The line of sight is **blocked** by walls, closed doors, and other miniatures (heroes or monsters).

† Search for treasure

Treasures are **only in rooms**, not in corridors. Every hero may search independently on their turn, and only once by each hero for each room. You may search for treasure only when the room is **empty** of enemies.

Treasure deck

If there is no special treasure declared by the Quest Book, shuffle the Treasure deck and draw a random Treasure card. Valuable treasure cards remain in possession of the hero, while other cards are returned to the deck.

Wandering monster

Place it next to the searcher, and attack immediately. From the next turn, the monster moves and attacks normally. If there is no space, place it anywhere in the room, without making an attack.

† Search for secret doors

Secret doors may be **in rooms or corridors**. Every hero may search independently on their turn, in the room or corridor they're in. You may search for secret doors only when the room or corridor is **empty** of enemies. No need to search more than once: **all** secret doors in the room or corridor are revealed as soon as the first hero searches for them. Secret doors are **closed** until a hero opens them, and work as normal doors.

† Search for traps

Traps may be in **rooms, corridors, or chests/furniture**. You may search for traps only when the room or corridor is **empty** of enemies. If there are traps, the GM will tell you what they are and where they are.

Trigger a trap

If a hero moves on a trap square, without checking, the trap is triggered. If a hero searches for treasures, without checking, the chest/furniture trap is triggered. Monsters do not trigger hidden traps.

† Disarm a trap

To disarm a trap you must possess the **appropriate tool kit**; the Dwarf on the other hand may do this even without tools. A hero must announce the attempt and move to the trap square, then roll 1 Combat die. If you roll a Skull, you trigger the trap and suffer its consequences; any other roll means you disarmed the trap and it's gone forever. The Dwarf fails and triggers the trap only when rolling a black shield.

Traps rules

Here is the list of the default traps, how they can be avoided or disarmed, and what happens if they are triggered by the heroes.

Pit traps

This is declared as a weak floor by the GM, and may be **jumped or disarmed**. If triggered, suffer 1 Body point damage and fall into the pit, ending your turn; place a **pit trap tile** on the board, which cannot be removed. The pit may only be jumped at this point. **In the pit**, a hero may search for treasure or secret doors as if in a room. Attack and Defend rolls are done with one die less (but not less than one, and this applies also to monsters). A hero or monster may move out of the pit in the next turn.

Falling Block trap

This is declared as a dangerous looking ceiling by the GM, and may be **jumped or disarmed**. If triggered, roll 3 attack dice and inflict 1 Body point of damage on each Skull; the **falling block tile** is placed on the board and becomes a permanent block which cannot be removed. The hero must decide in which direction to make a last step (ahead or back), before the turn ends.

Spear trap

This is declared as suspicious by the GM, and may be **jumped or disarmed**. If triggered, roll 1 attack die and inflict 1 Body point of damage on a Skull. This ends the hero turn. When triggered once, a spear trap is gone and nothing is placed on the board.

Chest/Furniture trap

This is declared as looking suspicious by the GM, and may be **disarmed**. It is also avoided by not searching for treasures. If disarmed, it is possible to look for treasures without triggering traps. If triggered, follow its instructions.

Jump a trap or a pit

You may jump traps which have not been triggered, or may jump an open pit. You cannot jump over a fallen block: this is like a blocking wall. To jump, you must have enough movement left to end in the square after the trap; if you do, roll 1 Combat die. If you roll a Skull, you trigger the trap (or fall into the pit) and suffer its consequences; any other roll means you avoided the trap or pit.

Monsters rules

Fear of the Undead

When placing an undead (skeleton, zombie, mummy) on the board, or a group of them, the GM rolls a combat die. If the GM rolls a skull, the undead(s) may move and attack now, before any other hero's action. Then the game resumes normally.
Use the rule **the first time for each type** of undead (skeleton, zombie, mummy), **per quest** (skeletons cause fear the first time they appear, then no more until next quest; zombies cause fear the first time, etc.).

Large Monster's Initiative

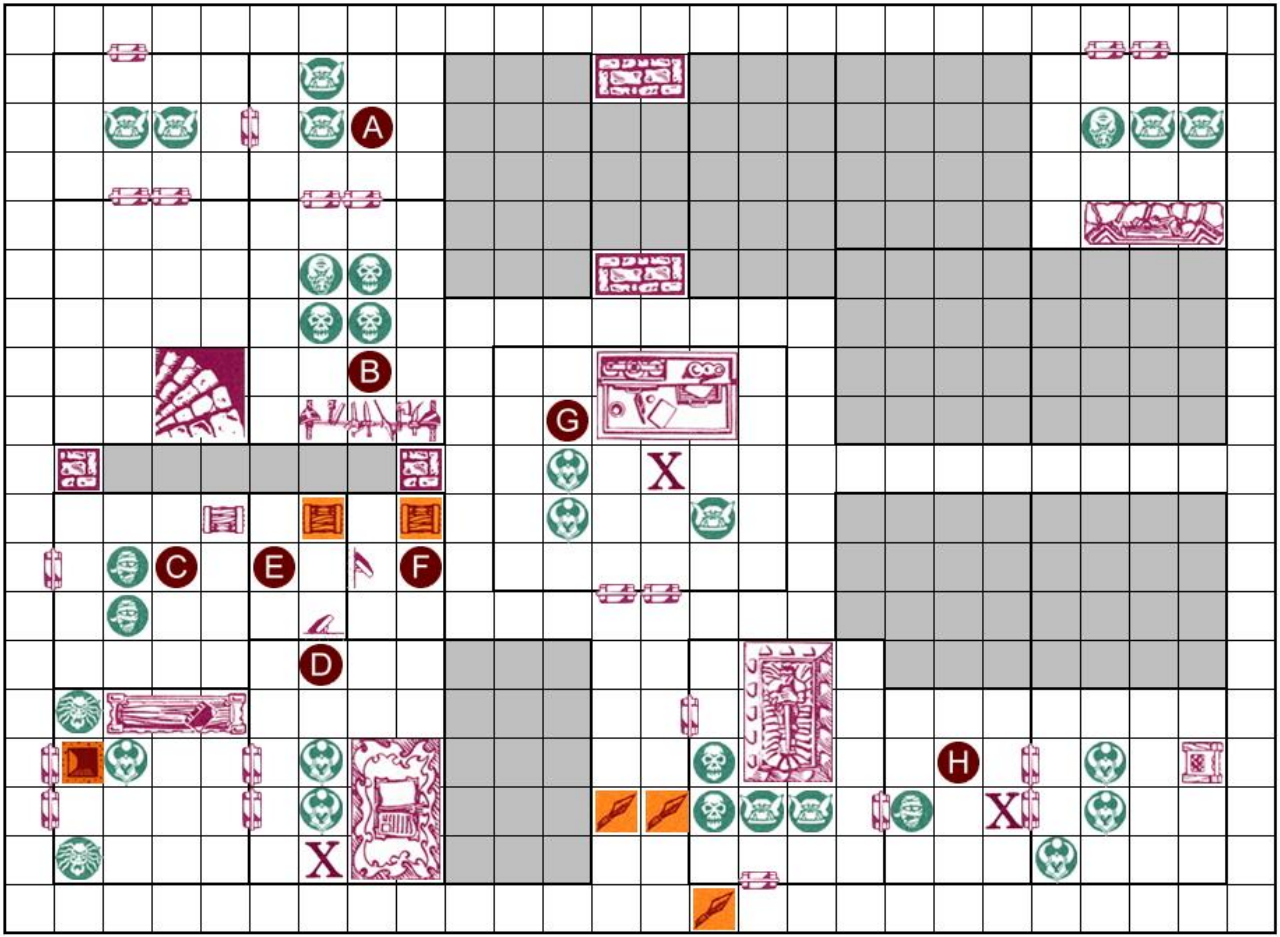
When an hero **ends the move next to a large or terrible monster**, the GM rolls 2 combat dice. On each skull, the monster inflicts 1 Body point damage to the hero, before the hero can attack. The hero rolls the Defend dice normally and negates 1 Body point damage for each white shield rolled.

Notes about the above Monsters Rules:

Fear of the Undead *works as a sort of terror paralysis; it triggers half of the times a new type of undead appears in each quest. If it triggers, it gives the undead just placed on the board an "extra turn" which usually resolves in moving and attacking before the heroes can do anything.*
Large Monster's Initiative *works as a defensive mechanism: when an hero goes adjacent to a large monster, to attack it, the monster has a chance to inflict some damage first; even if the hero(es) may defeat the large monster in the first turn, they still may suffer wounds.*

Your Rules

Use this space to make notes about your own rules, so that you have a written record for you and the players.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Quest 8

The Dark God of the Orcs

The Mad King is known to be at work with his sorcery in the catacombs below the ruins of the ancient temple of the Dark Gods of the Orcs. With the help of Chaos emissaries he's trying to revive the dead God and its long forgotten cult. You must find the Orcs Bane sword in the catacombs (the Empire lost it again!), and use it to destroy the dark throne of this lost God, before the Mad King will bring it back to life, and countless dead orcs with it.

GM – The Orcs Bane sword is the only thing that can destroy the throne. If the heroes kept it from Quest number 3 (in issue 1), then they can directly go looking for the throne, without the need to search for the magic sword. You may describe all undead in this quest as orcs skeletons, orcs zombies, etc.

A If there are heroes in the room, the orcs will call for help from the fimir and skeletons. In the GM's turn open the double door and move these monsters as well.

B This room's treasure is a Chain Mail (3 defense).

C The chest contains 90 gold coins.

D There is a Chaos Sorcerer (X) with the warriors. The sorcerer has Thunderbold and Ball of Flame spells, and the same stats as a Chaos Warrior.

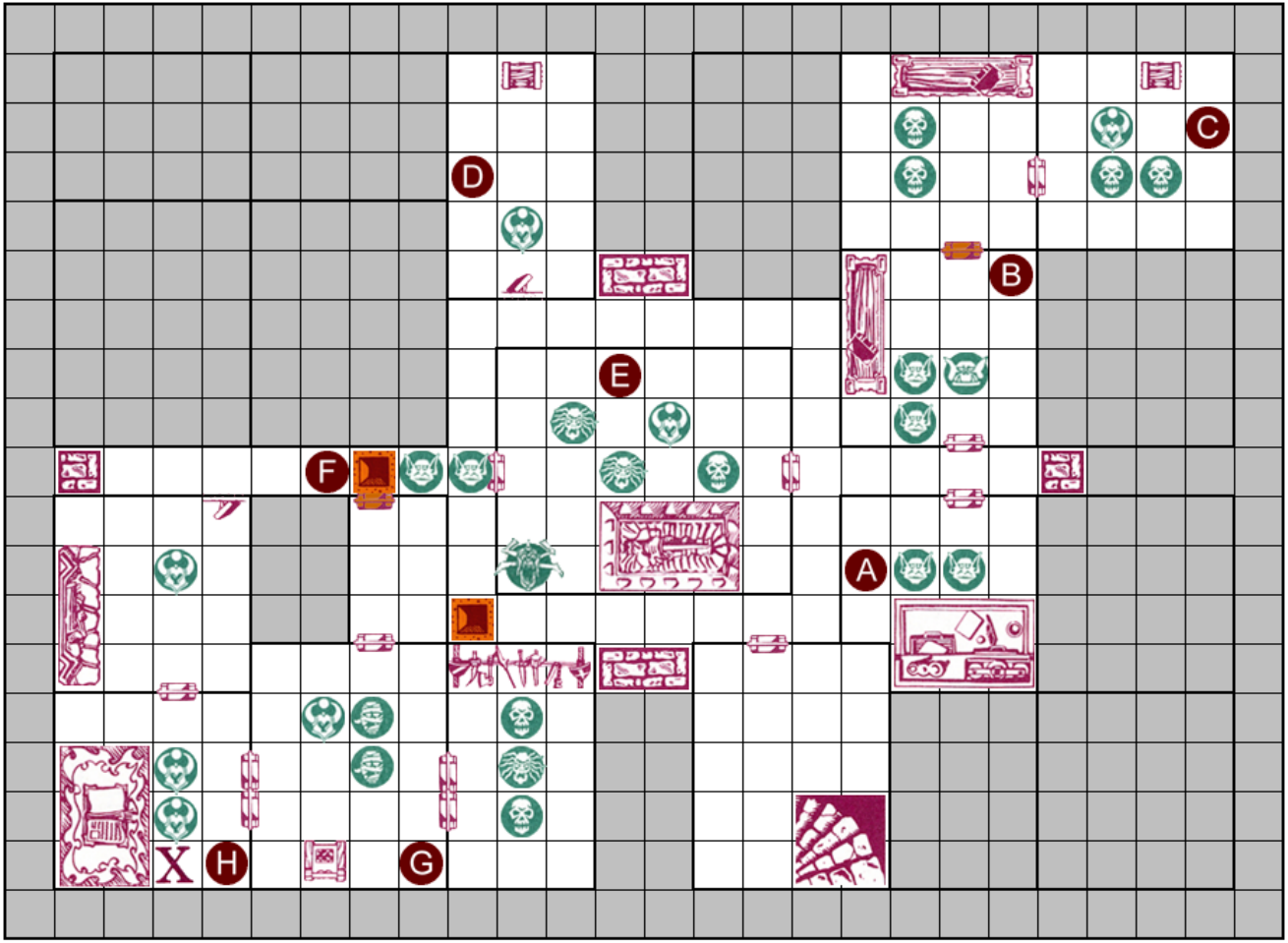
E The chest, with 130 gold coins, is protected by a poison needle which causes 2 Body points damage.

F This chest is protected by a poison needle which causes 3 Body points damage, and contains the Orcs Bane sword.

G There is a Chaos Sorcerer (X) with Thunderbolt and Firestorm spells, and stats as a Chaos Warrior. This room's treasure are 2 potions of healing for 2 Body points each.

H The Mad King (X) interrupts the heroes' turn: he will cast Summon Undead and open the double door to the Chaos Warriors (and to the room with the throne, to be destroyed), then disappear in a cloud of smoke.

Wandering monster: Orc - remember Fear of the Undead and Double Doors rules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QUEST 9

The Undead Sorcerer

The Undead Sorcerer has lived for centuries in a dark dungeon under the abandoned ancient city of Tor. He was left undisturbed and confined within the walls of such dungeon. Lately, though, Chaos forces has been spotted entering the dungeon and then leaving, leading small forces of undead warriors. Before the Undead Sorcerer can lend more strength to the growing Chaos army, you must enter the dungeon and find him, and kill him once and for all.

A Goblins have poisoned blades; they inflict 2 Body points damage on a black shield when attacking.

B The door is protected by a poison needle trap, causing 2 Body points damage if opened without disarming the trap first.

C Treasure is a Wand of Recall and 50 gold coins.

D The chest contains 150 gold coins and Holy Water.

E This Gargoyle is just a statue and will not animate; it does not need to be killed.

F If the heroes do not search for traps, the pit will open under the feet of the hero when opening the door.

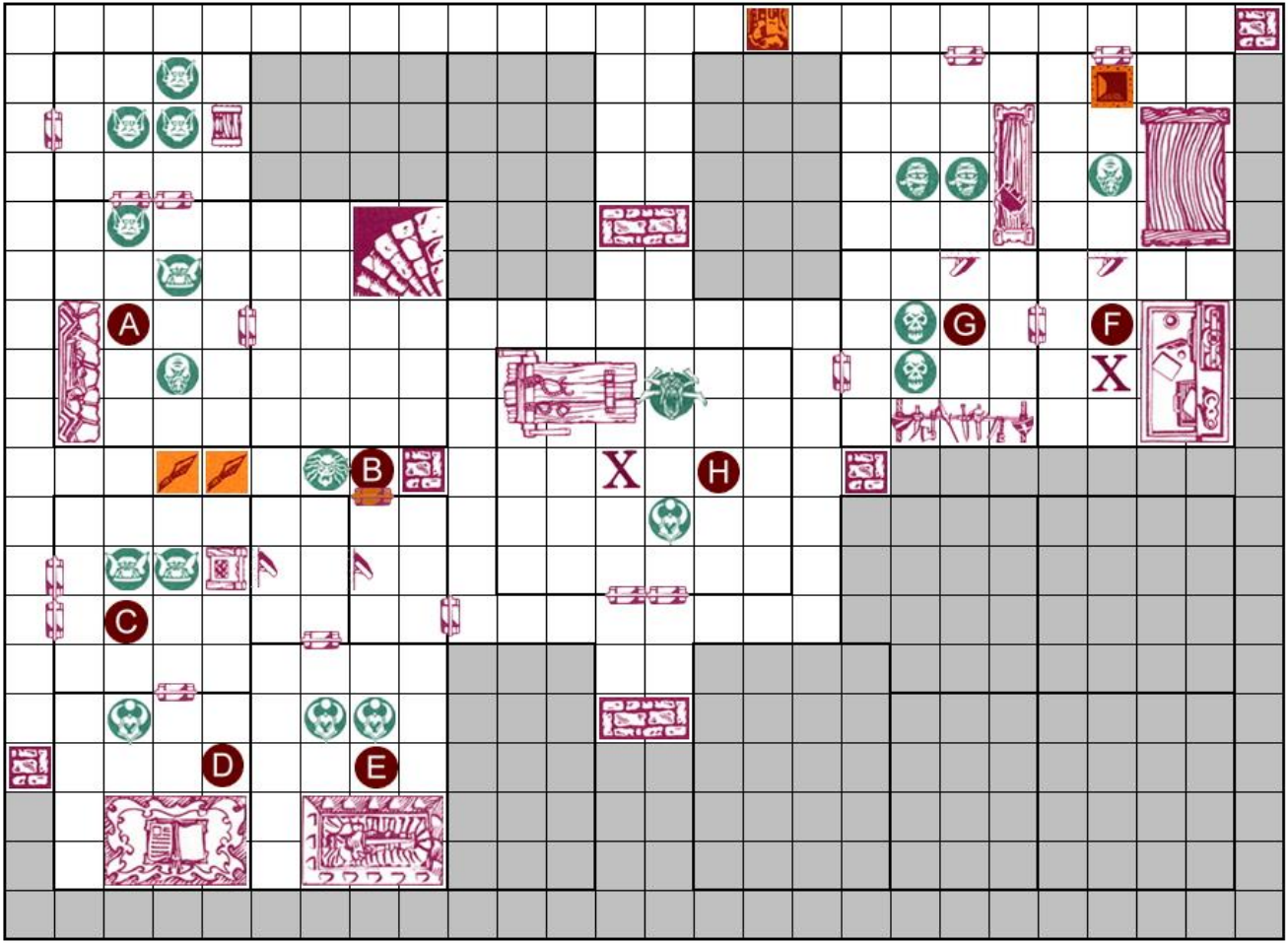
G If the heroes wait at the door without entering, the first mummy will attack, while the Chaos warrior will open the double doors to bring the other undead in the room, and call an alarm.

H The Undead Sorcerer (X) knows Thunderbolt, Terror, and Summon Undead. Use these stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
9	4	4	3	6

If the Undead Sorcerer is killed, a Potion of Healing and a Potion of Strength are found as treasures, together with 100 gold coins.

Wandering monster: Skeleton - remember Fear of the Undead and Double Doors rules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QUEST 10

The Power of the Gargoyle

A Chaos sorcerer has imprisoned a powerful Gargoyle, using its blood to work potent spells to raise the undead. The monster is locked by three magical sigils: you must find and destroy them, then kill the Chaos sorcerer and the Gargoyle. Be careful, as the Mad King has been spotted nearby.

A The goblin will open the double door to reinforcements.

B The zombie will not move until the heroes have triggered the traps. The door is protected by a poison needle that causes 2 Body points damage.

C The door to room E is already open, but without entering the room the heroes cannot see its content. There is a secret door behind the throne.

D The Chaos warrior will move to room D only if there is combat there. On the Sorceror's table is the 1st sigil to be destroyed: to do it an hero must roll at least 2 skulls in a single attack. If the heroes destroy the sigil, the Chaos warrior dies; until they don't, the Chaos warrior comes back to life in the GM's turn after it was killed.

E The Chaos warriors come back to life as the one in room E, until the heroes destroy the 2nd sigil, on the tomb (again: an hero must roll 2 skulls in a single attack).

F The Mad King is here (X) Use these stats:

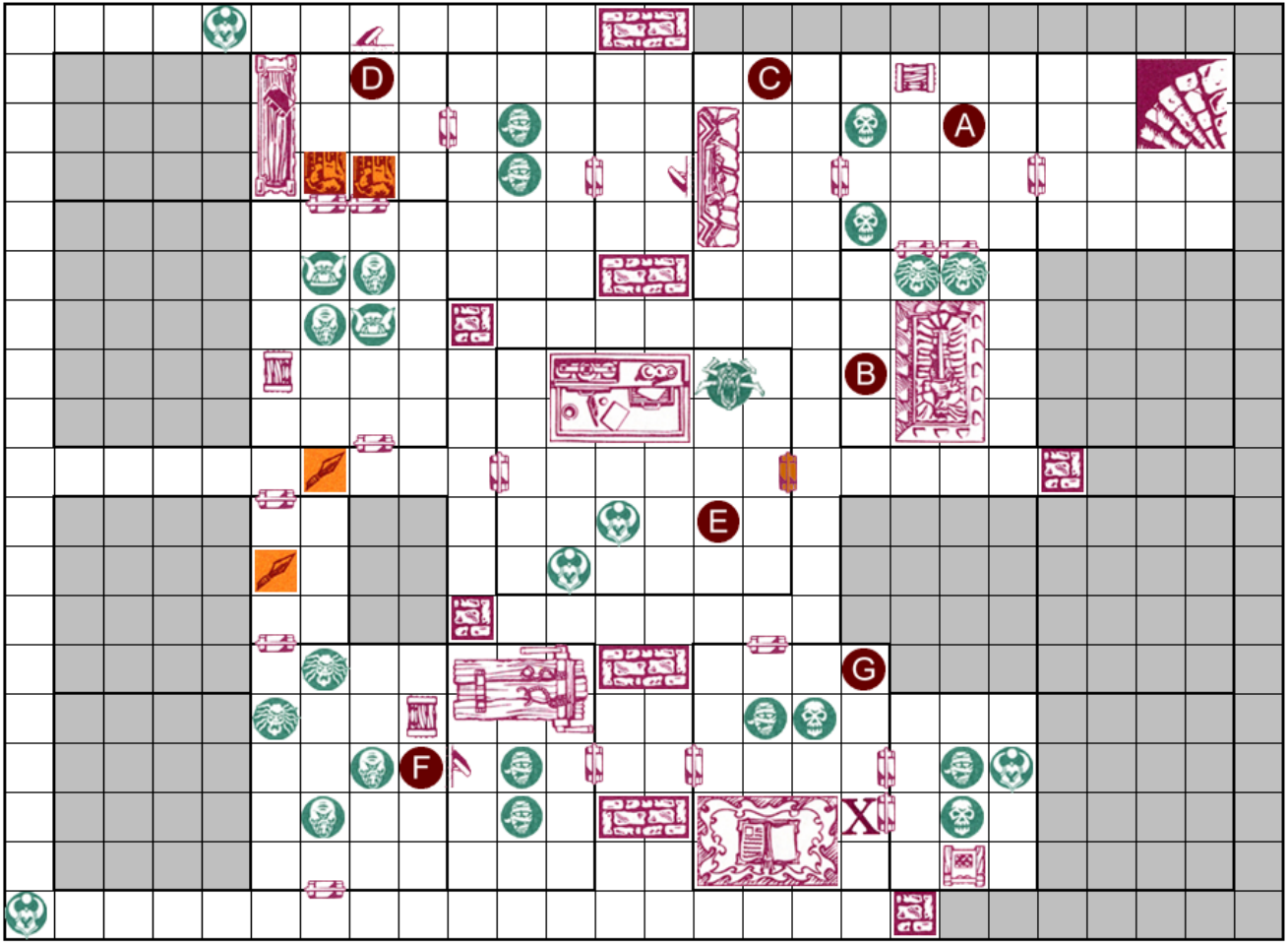
MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	3	3	3	6

In his first turn, the Mad King attacks then uses a spell to open all the doors and secret doors in this quadrant, calling monsters for help. In the second turn it uses Firestorm instead of attacking, then disappears. If "killed" before, it will simply disappear.

G On the weapons rack is the Spirit Blade.

H The Gargoyle (use the Large Monster's Initiative rule) is on the torture rack; it's engulfed in magical energy and can't be harmed until all 3 sigils are destroyed; afterwards it behaves as a regular Gargoyle and attacks on sight. The Chaos sorcerer (X) has stats as a Chaos warrior, plus the Command and Tempest chaos spells.

Wandering monster: Zombie - remember Fear of the Undead, Large Monster's Initiative and Double Doors rules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QUEST 11

The Lair of the Mad King

You managed to disrupt the plans of the Chaos sorcerers, but the threat posed by the Mad King still concerns the Council. This powerful enemy might still bring back the undead from their graves and threaten the Free Cities. A prize of 400 gold coins has been offered for killing the Mad King. .

A The doors to rooms B and C are already open. The chest contains 100 gold coins.

B The mummies will attack in room A. There is a secret treasure in the tomb: a precious gem worth 50 coins and one random equipment card.

C The secret door is behind the fireplace; if found without checking for traps, it triggers a Ball of Flame.

D The treasure is a Potion of Healing. If both the pit traps are triggered, the heroes will have to find another way around, by searching for secret doors.

E The Gargoyle is made of stone and is not moving, nor it can be harmed in this state. The treasure here is Holy Water. The door is protected by a poison needle trap that causes 2 Body points harm if not disarmed.

F The chest contains 200 gold coins and a Wand of Resurrection which will return to life an hero who died recently. The wand works only once.

G The Mad King is here (X) Use these stats:

6	4	4	3	6
MOVEMENT	ATTACK	DEFEND	BODY	MIND

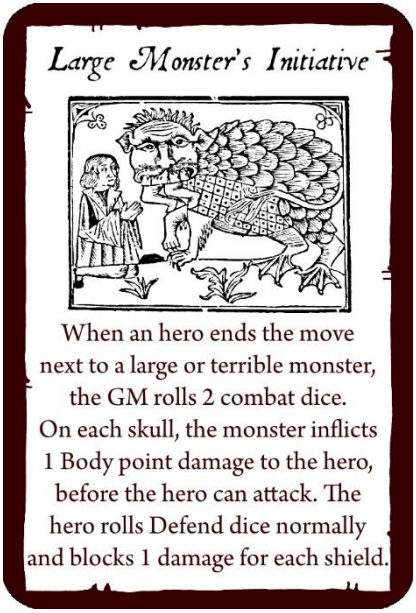
The Mad King can cast Cloud of Chaos, Rust and Firestorm in his turn, instead of attacking. Unless there is a good reason, the Mad King will remain in the corner and use spells. If reduced to 1 Body point, and still near the double door, he will open the doors to get help from the room nearby. If the Mad King is killed, all the undead on the board die suddenly, and this will pose an end to threats to the Free Cities. *At least for now*. The gargoyle in room E comes to life, though, and the heroes still have to exit the dungeon.

Wandering monster: Chaos Warrior - remember Fear of the Undead, Large Monster's Initiative and Double Doors rules

http://www.daimongames.com/ - https://daimon-games.blogspot.com/

FEAR the Dark is a fanzine dedicated to HeroQuest - the popular fantasy board game of the 90s. It's a complete reboot of the game; faithful to the original rules but with a new feeling to it. The 'zine will contain new quests, suitable to new players and to veteran players as well.

The fanzine is hosted at www.daimongames.com/heroquest
Comments, suggestions, collaborations: davide.pignedoli@gmail.com


Large Monster's Initiative
When an hero ends the move next to a large or terrible monster, the GM rolls 2 combat dice. On each skull, the monster inflicts 1 Body point damage to the hero, before the hero can attack. The hero rolls Defend dice normally and blocks 1 damage for each shield.

Issue number 3 – January 2021:

† A short introduction
† A usable summary of the traditional rules, with changes
† Three new quests to fight against the emissaries of Chaos
† A final fourth quest against the Mad King
† Simple new rules for fear of the undead, double doors, and Initiative